

Arttu Aarnio

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📍 Helsinki, Finland

🌐 arttu-aarn-io

BIO

Motivated software development student with a strong interest in full-stack development. Committed to continuous learning and building effective, real-world applications.

EDUCATION

Haaga-Helia University of Applied Sciences

Bachelor of Information Technology

Aug 2023 - Dec 2026

PROJECTS

PoolPocket [🔗](#)

April 2025 - May 2025

Helping Billiards Enthusiasts Find Tables, Save Favorites, and Learn Through AI Chat!

- Developed a cross-platform mobile application using **Expo React Native** and **TypeScript**.
- Built features to **locate nearby pool halls**, show venue details (name, address, Google ratings), and save favorites.
- Integrated **Google Maps & Places API** for real-time location services and venue discovery.
- Implemented **Firebase Authentication and Realtime Database** for secure user account handling and data persistence.
- Created a conversational **AI chatbot using OpenAI's API**, helping users learn billiards rules, strategy, and gear recommendations.
- Designed personalized user profiles and ensured secure login with **email/password authentication**.

MovieMania [🔗](#)

Now 2024 - Feb 2025

A Community Platform to Share and Discover Favorite Movies, Resets Monthly for Fresh Inspiration!

- Designed and developed a full-stack movie web-application using **Java with Spring Boot** for the backend and **React with TypeScript** for the frontend.
- Implemented **JWT-based authentication** for secure user login and access control.
- **Created RESTful APIs** for managing movies and user registering.
- **Built a shared "Favorites" feature**, allowing users to add and view movies in a general favorites list.
- Integrated **PostgreSQL** as the database solution to store user and movie data efficiently.
- Utilized the **TMDb API** for searching and retrieving detailed movie information in real-time.

Peg-Solitaire-Solver [🔗](#)

Sep 2024

A Visual and Automated Puzzle Solution for a Puzzle From My Childhood!

- **Developed** a graphical Peg Solitaire solver using **Python** and **Tkinter**.
- Implemented a **recursive backtracking algorithm** for **automated puzzle solving**.
- Designed a **step-by-step solution playback** with **animated visualization**.

TECHNICAL SKILLS

Languages: Java, Python, Java/Typescript, SQL, HTML, CSS

Developer Tools: VS Code, Git, Docker, Postman

Frameworks/Libraries: Spring boot, React, PostgreSQL, NodeJS

LANGUAGES

Finnish Native

English Advanced